

Water Barrel Rules

1. Each Department may enter only one (1) five (5) man team and three (3) alternates.
2. The members of the water battle team must be active roster members of the Department for at least three (3) months prior to tournament date.
3. Entry must be made 15 days or more before the tournament date. No entries the day of the tournament.
4. Water battles will start at 1 :00 P.M. on Sunday.
5. All team captains shall register at the water battle site at least 30 minutes prior to the contest with the Association Secretary/Treasurer.
6. The championship is for one year only.
7. There will be a double elimination. The time of the battle will be for two (2) minutes on each side and then change sides for two (2) more minutes. Starting sides for the first round will be determined by placement of the bracket. Placement of the bracket will be determined by drawing numbers at the begin- prizes. Odd numbered teams or upper placement on the bracket will start from the North or East pole with the even or lower placement on the bracket to start of the South or West pole. A coin flip on the third round if necessary. There can only be one (1) bye per team per tournament. The hose and nozzle pressure is to be equal on each side and the pressure is to be from 80 to 100 PSI -the pressure to be equal for all contestants. The winners of the elimination contests shall eliminate one another until two (2) final teams remain. There shall be 100 feet of 2 1/2" hose on each side from a gated wye or portable hydrant with nozzles having 7/8" tips. The final two (2) teams shall battle for the championship with three (3) three (3) minute periods and then flip coin for the third three minute period if necessary. The third and fourth place battle shall precede the championship battle for three, three minute periods also, using the championship rules. **Flipping coin determines choice of side.**
8. The Host Department can also enter a team in the water battles.
9. In case of a tie in time it shall be considered no round.
10. The time limit prevails to decide who wins the round. If the barrel strikes the opposition pole, that round is won by the team who puts it there, otherwise the two minute rule will apply.
11. If either team loses control of their hose and the stream strikes the ground in any manner that team will lose the round automatically.
12. **If the stream** is directed directly on the opposing team or **any other direction other than the barrel** that team directing the stream loses the round automatically.
13. The starting point will be nozzles even with the poles.
14. Rain coats, boots and hard helmets will be furnished by each participating team entered.
15. The Host Department will furnish three (3) competent time keepers and compensate at a suggested minimum of \$25.00 each. The Association Secretary/Treasurer shall act as the recording secretary.
16. The Host Department shall furnish the following –
 - a. Public address system
 - b. Panel board/chalk board
 - c. Pike pole or other centering device
 - d. Person to center barrel
 - e. Table and Chairs
17. The Association shall provide the following:
 - a. A red barrel and swivel
 - b. One (1) set of nozzles the umpires and managers before each game.
 - c. Stop watches
 - d. Pitot tube and gauge
 - e. Whistles
 - f. Numbers for drawings
18. There will be four (4) prizes. First, second, third and fourth place teams will receive trophies to be presented on the day of the tournament. These trophies will be furnished by the Association. There will be four (4) cash prizes - \$40.00 for first place, \$30.00 for second place, \$20.00 for third place, \$10.00 for fourth place, paid by the Association at the annual meeting.